Disney's TOY STORY

VIRTUAL FRIENDS™
Space Explorer INSTRUCTIONS

A - Select (▶)
B - Select (◀)
C - Skip
D - Enter

Congratulations! Here's your chance to help Buzz Lightyear care for some very special out-of-this-world space Friends. Help an Alien, a Dog, or a Bird escape the evil CLAW, and your new space Friend can spend up to 15 days on an intergalactic vacation in Buzz's spaceship!

Remember, while on vacation you have to take care of your Friend by feeding it (not too much!), playing interactive games to keep it happy, and making sure it gets regular exercise to stay fit and healthy. Your Friend will also need clean air and lots of oxygen in the spaceship, so don't forget to check your Friend's status. As it grows (one earth day is equal to one virtual year for your Friend), it will need the best health to stay in the spaceship and continue its vacation. But watch out! Only you can protect your Friend from the evil CLAW. So learn the following simple instructions and you can treasure your Friend throughout its vacation. When you see your intergalactic Friend moving and floating happily in the spaceship (remember: there's no gravity inside the cabin!), you will know that you have given it the best vacation possible.

THINK WAY

PREPARATIONS

a) To prepare Buzz Lightyear's spaceship for your space Friends, pull out the plastic strip from the side. A moving radar screen now appears. (Note: if by chance no image appears, follow the instructions under TIMER MODE and restart unit.)
b) Select a weight unit for your Friend. Press button A to choose pounds (LB) or kilograms (KG). Press button D to set.
c) Mark the beginning of your friendship by setting the timer to the present time. Use button A to enter the hours, button C to enter the minutes. Press button D to set.

The spaceship now activates its auto start-up mode. You will see the air filter at work and oxygen tanks being filled. When the preparation work is done, three space Friend contestants enter the scene with greetings and wait anxiously for the CLAW. They must AVOID THE CLAW to go on the vacation. Only one space Friend can stay in Buzz's spaceship at a time. Which one will it be?

In MENU mode, use button **A** or **B** to choose the icon you like. Press button **D** to enter or start. Press button **C** to skip.

Note: You may want to place the spaceship at a right angle to the light source for best viewing.

FEEDING

Your space Friend needs food for energy to play and exercise! So feed your Friend when it gets a craving or after it has exercised. With each meal eaten, your Friend's weight increases by 1 oz. (30 g.). When the weight drops below 5 oz. (150 g.), it is under weight and the attention icon lights up and beeps. You should feed your Friend back to health by checking against the weight status. If you leave it without food overnight, its health counter will drop too low. If it is overweight, it needs more exercise to balance its eating. Remember not to overfeed. Your Friend will refuse a meal when it is full. The wasted food will pollute the spaceship environment.

HUNGRY
4 — Your Friend is very hungry with an appetite for 4 more meals.
44444 — Your Friend is full and refuses any more food.

SLEEPING

This icon has 2 functions: light switch and sleeping time option.

1) Let your Friend get a good night's rest by turning off the light when it sleeps. If your Friend sleeps with the light on, it will wake up sick and unhappy.

2) Any time the Pause command is activated, the spaceship's clock will stop and become different from your time, and your Friend may sleep during the day if its own clock is still night time. To get the most playing hours with your Friend, select the POWER (10 minutes) sleeping time option instead of the regular slow time. After you have entered your choice of light on or off, use button A to choose POWER or SLOW and press button D to confirm.

SLOW
POWER

GAME

Play an interactive target game with your Friend and experience the thrill of being a fighter pilot! The goal is to track down and destroy rebel UFOs on radar by pressing button A (clockwise) or B (counter clockwise). The UFO is constantly in motion, so when you detect a white winged object on the radar, press button D to fire. If your timing is correct, the screen will show the message "LOCKED ON" and "FIRE!", and the enemy UFO will explode into pieces right on the screen! But if your timing is off, the screen will tell you that you have "MISSED". (Hint: sometimes the UFO will tailgate behind you. So by taking a sudden turn, you can catch the UFO by surprise!) Each game has 5 chances of winning. The higher the score, the happier your space Friend will be! Remember, practice makes perfect!

AIR

This icon looks after 2 service features: air filter and oxygen tanks.

The spaceship will get dirty from time to time, especially if there is wasted food from uneaten meals and if your Friend has been exercising a lot. When specks start to appear, it is time to clean the spaceship or your Friend will get sick. If the air inside the spaceship is dirty and stale, your Friend will not be able to exercise. You should also check the oxygen tank level so it does not drop below the normal zone. If it does, your Friend will be unhappy and will refuse to play games. (Exception: if the happy counter is very high, then your Friend may play with you). The attention icon lights up and beeps if the oxygen level is too low or if the cabin air is too polluted. For the best results, make a habit of cleaning the spaceship and refilling the oxygen tanks regularly.

After you have entered the air screen, use button A to choose **FILTER** or **OXYGEN**. Press button D to start.

FILTER
OXYGEN

CLOCK

When you need to be temporarily away from your Friend but don't want to neglect it, you can turn on the **PAUSE** command. Go to the clock icon and press button A to choose ON. Tap quickly on button D to enter. Once activated, the spaceship's internal clock will stop and all functions will go on a suspended mode (except displaying the status and the stopped game time). Your Friend will fall into hypersleep. The screen will show a flashing STOP sign until the command is turned off. When you are ready to care for your Friend again, go back to the clock screen and press button A to choose OFF. Tap quickly on button D to enter.

Like other intergalactic journeys, time inside the spaceship becomes different from that on earth after take off. The spaceship will go through progressive time zones as it continues its virtual space vacation. As a result, the game time will be running faster than the time on earth.

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FIRST AID
When your Friend falls ill from intergalactic travel or other reasons, the attention icon lights up with alarm and a ✚ appears on the screen. Select the first aid icon to call for medical help. If your Friend's health condition is serious, you may need to call the the medical team a few times. If you delay getting medical care, your Friend will be sad and its health counter will drop. Remember, when your Friend is sick, it will not eat, play or exercise. If your Friend is healthy, it will decline your offer of medical treatment.

ATTENTION
When this symbol lights up and beeps, your Friend wants some earthly attention! Check the other icons to discover your space Friend's needs. The icon will stay lit and beep until you take care of your Friend. If you neglect your Friend and the situation turns into immediate danger (such as poor health, lack of clean fresh air or oxygen, a CLAW in the spaceship, etc.), the attention icon will start to flash with beeping alarm sounds. It will stay flashing and the alarm will continue to sound until the danger is gone. You should check your Friend right away! Don't keep it waiting a millennium!

MISSION LOG
This icon keeps track of your Friend's condition and various counters. It also stores the latest, best age record for all your space friends. After you have entered the mission log screen, press button D again to go to PET for Age, Weight, and Best Record information. Or press button A for DATA on Food, Happiness and Health counters. In either case, push button D to continue; or button C to exit.

DATA

AGE: Shows your Friend's age as of the previous night. The maximum age for any Friend in the spaceship is 15 virtual years (or 15 earth days).

WEIGHT: Shows your Friend's body mass. If your Friend is under or over its earthly equivalent standard, the screen will show the amount of weight it needs to gain back (by eating), or trim off (by exercising) in order to stay healthy. Help your Friend by feeding it or starting it on a regular exercise routine. The healthier your Friend is, the longer it will stay!

OVER 2 LB OR UNDER 3 KG

BEST RECORD: Shows the latest best age record and the type of outer space Friends you have cared for!

PET

HUNGRY
If all 5 pizza slices light up, your Friend is full and will not eat more food. Take care not to over (or under) feed your Friend as that will affect its health.

HAPPY
If all 4 happy faces light up, your Friend is very happy! If you keep the 4 happy faces on the screen every hour, your Friend's health counter will go up! (Hint: if your Friend is sad, try to win a radar game with it to cheer it up.)

HEALTH
The health counter is an indicator of your Friend's overall well being. The more the counter is filled, the healthier your Friend will be. Each age category has a different requirement level. As your Friend grows older, it will need excellent health to remain in the spaceship and continue its vacation. Regularly check the various conditions because the spaceship environment changes all the time, ie. the oxygen level drops, air gets dirty, food gets digested, etc. (Note: your Friend's health counter will drop 1 unit naturally every two hours).

EXERCISE
Proper daily exercise makes your Friend's vacation more interesting. It also helps your Friend to be happier, trimmer and healthier. In fact, the health counter will go up if you get good or excellent scores! (The maximum health counter increase from exercising is 10 units per day). Each Friend has an exercise that best suits its character and style. Also remember to clean the spaceship after exercising your Friend.

Alien - Space balls
Help your alien Friend catch as many see-through space balls as possible in 15 seconds! As the space ball falls and bounces around the cabin, press button A to move your alien Friend to the left and button B to go right. Press button D to raise arm to catch the ball. The faster you press, the faster your Friend will move. (Hint: determine the ball's direction before moving your Friend and you can increase your chance of catching it).
Poor = 0 Average = 1 Good = 2 Excellent = 3 or more

Bird - Hurdles
Help your bird Friend jump over as many hurdles as possible in 15 seconds! Press button A to run towards the hurdle, press button D to jump. Continue pressing button A to go to the next hurdle. The faster you press, the faster your Friend will move. (Hint: make the jump well before your Friend touches the hurdle. If the jump is late, your Friend will trip over the hurdle and push it backward).
Poor = 0 Average = 1 Good = 2 Excellent = 3 or more

Dog - Flying saucers
Help your dog Friend catch as many flying saucers as possible in 15 seconds! Press button A to move forward and button D to jump. The faster you press, the faster (or higher) your Friend will move (or jump). (Hint: determine the direction of the saucer before moving your Friend and you can increase your chance of catching the ball. Sometimes jumping is not necessary.)
Poor = 0 Average = 1 Good = 2 Excellent = 3 or more

THE CLAW
The evil CLAW is always out to kidnap hungry or unhappy space creatures. When the CLAW appears, the attention icon will light up and flash with a beeping alarm sound. To save your Friend, you need to play and win a game to let it know that you care. But be quick or your Friend will be taken by the evil CLAW!

TIMER MODE
Press button D for game time display (when not in TIMER mode).
Press button D again to return to the main screen.

To restart game and timer, gently press the reset switch on the back of the spaceship using a pointed object until you hear a beep. You may want to get an adult to help you. When you hear the beep, repeat steps (b) and (c) under Preparations. You may also wish to reset the unit when:
- you have replaced old batteries
- you want to care for a new space Friend
- your unit is malfunctioning

SOUND ON / OFF
While holding button A, press on buttons B and C together to turn on or off the sound effects. (Note: It can only be turned off after a lucky winner has been determined).

BATTERIES:
With the help of an adult, use a screwdriver to open the back cover and insert 2 button-cell batteries (included).

Your VIRTUAL FRIENDS need your attention and care to stay healthy and happy while on Buzz's spaceship. If you neglect or mistreat them, they will get sick and sad, or simply get bored with nothing to do and vanish back into space. And if you are not careful, your Friends will be taken by the evil CLAW and disappear. But don't be sad if that happens. You can raise another Friend and try better! If you care for them properly, they will enjoy a wonderful vacation with you and Buzz! When it's time to return to their home planets, your Friends will board the spaceship and blast off to... "Infinity and Beyond!" Check below to see how well you have done and compare your scores with others:

0 - 5 years = Short
6 - 10 years = Happy
11 - 15 years = Healthy

THINK WAY

Printed in China
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